



CHESS IDEAS *and* CHESS VICTORIA



*Chess Ideas,  
Australia's first  
Chess Coaching  
Company.*

*Invites you to participate in an*

## Australian Chess Federation Accredited Primary Interschool Tournament

*The official State  
body, recognized  
by the Australian  
Chess Federation.*

### **Junior Open Tournament**

### **Rivercrest Christian College**

**Thurs Aug 8, 9:15 – 2:00pm**

*81 Ferdinand Dr, Clyde North VIC 3978*

**Entries** \$30.00/ per student. Entries must be in 5 days before the tournament. Appropriate for Intermediate & Advanced students. If your child is a grade 1 or Prep, please ring the office (0476024493) before entering.

**Payment:** *PAYMENTS TO BE MADE ONLINE AT:*

[www.chessideas.com.au](http://www.chessideas.com.au)

Select Tournaments

Add the tournament you are registering for to cart.

Enter all the details for your child as required on the form: Chess username or ID please put N/A;

Proceed to PayPal or Stripe

Finalise payment.

If you cannot pay online, please call 0476024493.

**Transport** Parents are responsible for transport to and from the venue.

**Lunch** Playing chess is a hungry and thirsty affair. Please bring plenty to eat and drink.

**Supervision** Chess Ideas provides plenty of supervision, however it is always appreciated if schools send along a parent or teacher to help attend to their student's needs.

**Prizes** *Medals* will be awarded to the top four players from the first three schools, and to the top two individuals in the other schools.

*Trophies* will be awarded to the top three players in the competition.

Parents should arrive by 1.30pm if they wish to be there for the prizegiving.

**Format** A 7 round Swiss. Each player has 15 minutes per game to complete their moves.

Medical: If your child has any medical condition, please advise us before the tournament and on the day. EpiPen's need to be handed to the tournament director on the day.

Any queries please contact us on: [logistics@chessideas.com.au](mailto:logistics@chessideas.com.au)